

## **300 METER KNOWN DISTANCE QUALIFICATION COURSE**

### **RANGE COMMANDS**

- 1. Move to your Firing Point. Verify with the shooter on your left and right, which target you will be firing on. You will need one magazine loaded with six rounds. Once you have your magazine loaded, adjust your sandbags and assume a Prone Supported Position. When all shooters are in the Prone Supported Position, we will begin.**
- 2. On the Firing Line- This will be the Zeroing Phase of 300 meter Known Distance Firing. You will have six minutes to fire six rounds at the large silhouette from the Prone Supported Position.**
- 3. With a magazine of six rounds- LOAD. Is the Firing Line Ready? The Firing Line is ready, Ready on the Right, Ready on the Left, All Ready on the Firing Line. You may commence fire.**
- 4. Cease Fire, Cease Fire. Unload, Clear and Lock. Remain in position. Is the Firing Line Clear? Block Officers verify Clear. Once you have been cleared by the Block Officer, Stand and sling your rifle, muzzle down.**
- 5. Move downrange and check your targets.**
- 6. Once you have checked your targets, paste them up and face the firing line. Once all shooters are facing the Firing Line, we will move back.**
- 7. On the Firing Line- Move to your Firing Point. Make your necessary Sight corrections. Once you have adjusted your sights, reload your magazines with 10 rounds. You will need two 10 round magazines for Stage 1. Once you have made your sight corrections and reloaded your magazines, assume a Prone Supported Position.**
- 8. On the Firing Line- This will be Stage 1 of 300meter Known Distance firing. You will have 2 minutes to fire 20 rounds at the large silhouette, reloading as necessary. Are there any questions?**
- 9. With a magazine of 10 rounds- LOAD. Is the Firing Line Ready? The Firing Line is ready, Ready on the Right, Ready on the Left, All Ready on the Firing Line. You may commence fire.**
- 10. Cease Fire, Cease Fire. Unload, Clear and Lock. Remain in position. Is the Firing Line Clear? Block Officers verify Clear. Once you have been cleared by the Block Officer, Stand and sling your rifle, muzzle down**

- 11. Move to the 200meter Firing Line. Once you get to the 200meter Firing Line, Ground your rifle and reload your magazine with 10 rounds. You will need one 10 round magazine for Stage 2. Once you have your magazine loaded, assume a Prone Unsupported Position. When all shooters are in the Prone Unsupported Position, we will begin.**
- 12. On the Firing Line- This will be Stage 2 of 300meter Known Distance firing. You will have 1 minute to fire 10 rounds at the large silhouette. Are there any questions?**
- 13. With a magazine of 10 rounds- LOAD. Is the Firing Line Ready? The Firing Line is ready, Ready on the Right, Ready on the Left, All Ready on the Firing Line. You may commence fire.**
- 14. Cease Fire, Cease Fire. Unload, Clear and Lock. Remain in position. Is the Firing Line Clear? Block Officers verify Clear. Once you have been cleared by the Block Officer, Stand and sling your rifle, muzzle down.**
- 15. Move to the 100meter Firing Line. Once you get to the 100meter Firing Line, Ground your rifle and reload your magazine with 10 rounds. You will need one 10 round magazine for Stage 3. Once you have your magazine loaded, assume a Prone Unsupported Position. When all shooters are in the Prone Unsupported Position, we will begin.**
- 16. On the Firing Line- This will be Stage 3 of 300meter Known Distance firing. You will have 1 minute to fire 10 rounds at the small silhouette. Are there any questions?**
- 17. With a magazine of 10 rounds- LOAD. Is the Firing Line Ready? The Firing Line is ready, Ready on the Right, Ready on the Left, All Ready on the Firing Line. You may commence fire.**
- 18. Cease Fire, Cease Fire. Unload, Clear and Lock. Remain in position. Is the Firing Line Clear? Block Officers verify Clear. Once you have been cleared by the Block Officer, Stand and sling your rifle, muzzle down**
- 19. Move downrange to score your targets. Ensure that you fill out the scorecard completely. We need your Name, Rank and Unit. Do not write your SSN on the scorecard. Each HIT/MISS block on the scorecard must be filled and totaled. Do not score your own target. Exchange scorecards with a shooter on your left or right. Do not score your own target. Once you have your scorecard filled out, turn them in to the Tower.**